

Project

- Scrabble game, with different AI players and possibly a GUI

- Classes:
 - o Board class
 - Points for the squares (triple word score)
 - Letter on each square, if not empty
 - o Tile class
 - Letter
 - Point value
 - o Player class
 - The number of points accumulated so far
 - Their current words on board
 - o Bag class
 - How many tiles of each type are left
 - Initializer
 - Drawing tiles
 - o Controller class
 - Bag
 - Player
 - Whose turn it is
 - Board

- Wild cards – no points – can be any letter
 - o Player needs to specify what letter they want for the wild card
 - o Extends the tile class, add a function
 - o Abstract tile class --> subclasses: normal tile, wild card
- Game ends when the bag is empty and no player has a valid/legal move
- You can swap as many tiles as you want (1 – 7) (as long as there are ≥ 7 tiles in the bag) instead of placing a word as your move
- Bag needs a swap function, and a taking out function

Extra Features:

- Multiple Difficulties of AI
- Adding Challenges
- Making a GUI that doesn't suck

Remaining questions:

- Should we have the tiles that are in the player's rack be in the Board or the Player class?

Online Scrabble: <https://www.pogo.com/games/scrabble/play>